

First Session 2017 Indoor Soccer League Frequently Asked Questions

Q: When is the registration for First Session Indoor Soccer league?

A: The whole registration period is September 20 thru October 27, 2017

Q: How do I register?

A: You can register on our website www.TripleCrownFamilyFunCenter.com or you can register inside our facility located at 1 Nancy Wilson Way Chillicothe, OH 45601

Q: When will games begin?

A: Games will begin the 1st week of November

Q: How long will the season last?

A: Each team is guaranteed a minimum of 7 games and each division will have a season ending Tournament

Q: Can my player play in an age group that is not his/hers?

A: Players may play up age groups but no players may play down age groups.

Q: Can we request a coach or teammates we want?

A: We do except special request and do our very best to accommodate all that we can

Q: How do we know what day our player/teams age group plays on?

A: We do NOT make final scheduling decisions until the registration process is complete. If there is a certain day you are not able to participate on please put it in the special request section of the registration form.

Q: What is your policy on outside Food or Drinks?

A: Due to contractual obligations with our vendors. WE DO NOT ALLOW OUTSIDE FOOD OR DRINKS. However ATHLETIC PARTICIPANTS may bring in RE-FILLABLE sports water bottles to use during their game.

Q: What type of Shoes should my player wear?

A: You can wear any type of flat sole shoes or turf specific shoe. Not plastic or metal cleats are allowed.

Q: Do we have to have our own ball or any other type of equipment?

A: The only type of equipment that is required is that all players must WEAR SHINGUARDS while playing.

Q: How many games will there be per week?

A: Typically teams play one game per week, in rare occasions a team may have more than 1 game in a week

Q: Who should I contact if the question I have is not answered in this FAQ?

A: If you still have questions please email us at TripleCrownSoccer@aol.com